

**vtech**®

**V. SMILE**™

# ALPHABET PARK ADVENTURE



**User's Manual**



*Dear Parent,*

*At **VTech®**, we know that every year, children are asking to play video games at younger and younger ages. At the same time, we understand the hesitation of most parents to expose their children to the inappropriate content of many popular video games. How can you feel confident in allowing your children to play these games, and still educate and entertain them in a healthy, age-appropriate manner?*

*Our solution to this on-going debate is the **V.Smile™ TV Learning System**—a unique video game system created especially for children aged 3 to 7. The **V.Smile™ TV Learning System** combines a kid-friendly design, age-appropriate curriculum, entertaining graphics, and fun game play into a unique experience that your child will love and you can support. The **V.Smile™ TV Learning System** engages your child with two modes of play: the Learning Adventure - an exciting exploratory journey in which learning concepts are seamlessly integrated, and the Learning Zone - a series of games designed to focus on specific school skills in a fun, engaging way. Both of these educational modes offer your child hours of learning fun.*

*As part of the **V.Smile™ TV Learning System**, **VTech®** offers a library of game Smartridges™ based on popular children's characters that engage and encourage your child to play while learning. The library is organized into three levels of educational play – Early Learners (ages 3-5), Junior Thinkers (ages 4-6) and Master Minds (ages 5-7) – so that the educational content of the system grows with your child.*

*At **VTech®**, we are proud to provide you with a much-needed solution to the video game dilemma, as well as another innovative way for your child to learn while having fun. We thank you for trusting **VTech®** with the important job of helping your child explore a new world of learning!*

*Sincerely,*

*Your Friends at **VTech®***

*To learn more about the **V.Smile™ TV Learning System** and other **VTech®** toys, visit [www.vtechkids.com](http://www.vtechkids.com)*

## INTRODUCTION

**Alphabet Park** is in trouble! Grandpa has pressed the wrong button on the Power Ring machine that runs the park, and all the Power Rings have gotten loose. Without them, **Alphabet Park** will shut down! Can you explore the six exciting play lands of **Alphabet Park**, and help Grandpa bring back the Power Rings?

As you go on your adventure, you will find loads of fun learning challenges, including alphabet, spelling, vocabulary, color and shape games. And look out for all the pesky little creatures that will try to get in your way!

## GETTING STARTED

### STEP 1: Choose Your Play Mode

Move the joystick up and down to choose the play mode you want. Press the ENTER button when you are finished.



1. Learning Adventure

2. Learning Zone

3. Options

## 1. Learning Adventure

In this play mode, you can explore six exciting adventure play lands.

When you turn the unit **OFF**, **V.Smile™** remembers your place in the Learning Adventure game. If you turn the unit back **ON** without inserting a new **Smartidge™** you will see the screen below.



Choose this to start a new game from the beginning.

Choose this to keep playing the game you started. Your old game settings will be kept.

## 2. Learning Zone

In this play mode, you can play one of four fun games that focus on a specific learning skill.

## 3. Options

You can select different game options from this menu. Please refer to the “Options” section.

### STEP 2: Choose Your Game Settings

1. Follow the voice instructions to choose your game settings.
2. Move the joystick left and right to scroll between different settings, and press the ENTER button to choose.
3. Move the joystick left and right to choose “Yes” and enter the game settings, or choose “No” and reset the game settings.



The Learning Adventure and Learning Zone modes each have their own settings. To change the settings:

- For Learning Adventure, choose "New Game" again.
- For Learning Zone, go back to the Main Menu and choose "Learning Zone" again.

### STEP 3: Start Your Game

- For Learning Adventure, please go to the "Activities – Learning Adventure" section.
- For Learning Zone, please go to the "Activities – Learning Zone" section.

## FEATURES

### HELP Button

When you press the HELP button, the game will pause. A HELP icon will pop up and give you instructions or a hint.

After the Help instruction, the game will continue.



### EXIT Button

When you press the EXIT button, the game will pause. An EXIT icon will pop up to make sure you want to quit.

Move the joystick left or right to "Yes" (leave the game) OR "No" (cancel the exit screen and keep playing). Press ENTER to choose.



### LEARNING ZONE Button

The LEARNING ZONE button is a shortcut that takes you to the Learning Zone game selection screen.

When you press the LEARNING ZONE button, the game will pause. An Exit icon will pop up to make sure you want to quit.

Move the joystick left or right to “Yes” (go to the Learning Zone) OR “No” (cancel the exit screen and keep playing). Press ENTER to choose.

## ACTIVITIES

### Educational Curriculum

Learning Adventure	
Play Land 1 – Toy Shop	Letters, Phonics and Letter Order
Play Land 2 – Monsterville	Letters, Letter Order and Letter Cases
Play Land 3 – Jungle Ride	Beginning Letter
Play Land 4 – Bug World	Color and Shape Matching
Play Land 5 – Secret Garden	Object Identification
Play Land 6 – Fun Fair	Spelling
Learning Zone	
Zone 1	Letter Order
Zone 2	Letters and Letter Cases
Zone 3	Spelling
Zone 4	Color and Shape Matching

### Learning Adventure

#### Learning Adventure Game Selection Screen

The Learning Adventure play mode has six different adventure games. Use the joystick to scroll through the games, and press the ENTER button to start one.



## Learning Adventure Game Status Bar

In each adventure game, the status bar stays on the screen to show you how you are doing.

The Power Ring bar shows how many Power Rings you have collected. Remember, how well you do in the game depends on how many Power Rings you collect! Power Rings will be in your path all over the game, but you can get even more by answering questions correctly.

## Play Land 1 – Toy Shop

### Game Play

Let's start our adventure at the fun and fantastic Toy Shop! Move the joystick to go forward through the Toy Shop, and press ENTER to jump along the letter springboards, which will teach you your ABC's. Move the joystick up and down to climb up and down any ladders you see. As you explore, touch the Power Rings to collect them for Grandpa (sometimes you may have to use the ENTER button to jump up and grab them). Look out for the pesky wind-up hippos, toy robots and bouncing balls that will try to get in your way! Jump on them to stop them. Hop on the toy train to get a ride to the other side of the Toy Shop, but don't forget to move the joystick down to duck when you pass through the tunnels!



### Educational Curriculum

Letters, Phonics, and Letter Order

- ★ Easy Level: Learn the letters of the alphabet, what they look like, how they sound, and their order.
- ★★ Difficult Level: Recognize alphabetical order, and learn basic phonics sounds.

## Play Land 2 – Monsterville

### Game Play

Are you brave enough to face the monster in its own lair? Welcome to Monsterville!

When the game starts, you will see a giant screen where the monster will show you questions. Move the joystick left and right along the answer choices at the bottom of the screen, and press ENTER to jump on the correct one.



If you can answer all the monster's questions correctly, he will let you into his most secret place, where monsters will pop out of boxes! Jump on the boxes to collect more Power Rings but don't let the monsters catch you! If you find a magic umbrella, catch it and move the joystick to fly it down to the next floor.

### Educational Curriculum

Letters and Letter Cases

- ★ Easy Level: Learn the letters of the alphabet and recognize their order.
- ★★ Difficult Level: Identify uppercase and lowercase letters, and match them together.

## Play Land 3 – Jungle Ride

### Game Play

It's time to have some speedy fun in the Jungle Ride!

In this riding game, steer your duck along the river. Move the joystick up and down to move through different water lanes. Try not to crash into the turtles, ducklings and crocodiles!



Soon you will come to some water



lanes that are marked with picture boards. Watch for the letter on your duck, and steer him through the lane whose picture matches the letter.

Watch for the floating log platform – there is a crocodile there that will chase you! Keep moving forward to outrun him!

## Educational Curriculum

### Beginning Letter

- ★ Easy Level: Understand elementary words and recognize their first letter. Learn the pronunciation of these words.
- ★★ Difficult Level: Understand more advanced words, and recognize their beginning letter. Learn how to spell and pronounce these words.

## Play Land 4 – Bug World

### Game Play

Welcome to Bug World! Here you will find loads of Power Rings ... and creepy bugs too!

In this play land, if you can't see a way forward, look around for the vine ladders. Move the joystick up to climb the ladders and press ENTER to jump between them. But watch out! The ladders are crawling with bugs that are just itching to get in your way!



Soon you will come to a castle with many doors. Pay attention to the clues you hear, that will ask you to find a door with a certain color or shape on it. Move the joystick left and right to choose a door, and move the joystick up to go in.

## Educational Curriculum

### Color and Shape Matching

- ★ Easy Level: Learn colors and shapes by matching them to the examples shown.

- ★★ **Difficult Level:** Recognize colors, shapes and combinations of colors and shapes. Match colors and shapes to their pronunciations.

## Play Land 5 – Secret Garden

### Game Play

Have you ever wanted to catch a ride on a balloon? Well, now you can, in the Secret Garden!

Jump up to catch a passing balloon, and use the joystick to steer it. Look out for the busy bees and curious birds pecking out from the trees!



During your adventure, you will come to some wooden tunnels showing different pictures, with a word written on a board below them. Use your joystick to steer through the tunnel whose picture matches the word on the board.

### Educational Curriculum

#### Object Identification

- ★ **Easy Level:** Learn elementary objects and their pronunciations. Learn to spell the object names.
- ★★ **Difficult Level:** Recognize more advanced objects and their pronunciations. Learn to spell the object names.

## Play Land 6 – Fun Fair

### Game Play

Join us at the Fun Fair! Here you'll find the most exciting adventure of all!

As you jump around on the floating platforms, look out for the clowns on pogo sticks! Don't forget to move the



joystick down to duck if the clowns on the unicycle are above your head!

Jump into the hot air balloon and move the joystick to start your fairground flight!

Look out for the balloon elephants that will blow colored bubbles at you!

As you fly on your balloon ride, you will see bubbles floating over your head, spelling out a word with some letters missing. Move the balloon around to catch the missing letter bubbles.

### Educational Curriculum

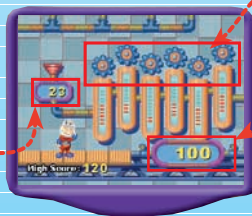
#### Spelling

- ★ Easy Level: Hear and learn basic one to two syllable words with three to five letters each.
- ★★ Difficult Level: Hear and learn more advanced one to three syllable words and their spellings.

### Learning Adventure Result Screen

After each adventure game, you will see a result screen.

This is how many Power Rings you have collected during your game.



Each wheel stands for one of the six play lands.

This is how many Power Rings you have collected altogether.

### Learning Zone

#### Learning Zone Game Selection Screen

The Learning Zone play mode features four different learning games. Use the joystick to scroll through the games, and press the ENTER button to start one.

## 1. Letter Order

## 2. Letters &amp; Letter Cases

## 3. Spelling

## 4. Colors &amp; Shapes



## Learning Zone Game Status Bar

In all four learning games, the status bar will stay on the screen and show the game status.

This shows your score. Each point is a question answered correctly.



This shows how many questions you will need to answer in the current game round.

## Zone 1 – Letter Order

## Game Play

The baby hippos want to cross the river, but the bridge is out! Use the joystick to move the wooden boards into their correct places in the bridge, making sure the letters are in correct alphabetical order. You can press the ENTER button to make the boards fall faster.



## Educational Curriculum

## Letter Order

- ★ Easy Level: Find the two missing letters in a six letter sequence.

- ★★ **Difficult Level:** Find the three missing letters in a six letter sequence.

## Zone 2 – Letters and Letter Cases

### Game Play

Help the mother ducks find their eggs. Eggs will pop up out of the holes in the log. Use the joystick to move the mother duck to the egg with her letter on it, and press the ENTER button to choose.



### Educational Curriculum

#### Letters and Letter Cases

- ★ **Easy Level:** The mothers and eggs will show uppercase letters only. Match the letters by how they look and sound.
- ★★ **Difficult Level:** The mothers will show uppercase letters, while the eggs will show lowercase letters. Match the uppercase letters to the corresponding lowercase letters.

## Zone 3 – Spelling

### Game Play

Help the little bugs find the missing letter. A word will be shown at the bottom of the screen, with a letter missing. Use the joystick to move the bugs to the vine with the right letter. Look out for the slippery water bubbles! Press the ENTER button to jump.



### Educational Curriculum

#### Spelling

- ★ **Easy Level:** Questions will consist of basic one to two-syllable words of three to five letters each. Each word will be missing one letter.

- ★★ Difficult Level: Questions will consist of more advanced one to three-syllable words. Words will be missing two to three letters.

## Zone 4 – Color and Shape Matching

### Game Play

Those crazy clowns love to play games – let's join them! Listen for the voice clue that will give you a color or shape to look for, and use the joystick to move the clown to the correct disc. Hurry! when time runs out, all the incorrect shapes and colors will fall!

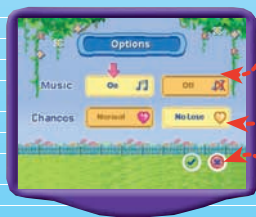


### Educational Curriculum

#### Color and Shape Matching

- ★ Easy Level: Match three primary colors and three basic shapes to their sounds.
- ★★ Difficult Level: Match six colors, six shapes and the combinations of colors and shapes to their sounds.

## Options Menu



To turn the background music on or off, move the joystick left or right to highlight your choice, and press ENTER.

Choose "No Lose" to have unlimited play in Learning Adventure mode.

Choose "Yes" to save the current options, OR choose "No" to continue changing options.

## CARE & MAINTENANCE

1. Keep your **V.Smile™** clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.
2. Keep it out of direct sunlight and away from direct sources of heat.
3. Remove the batteries when not using it for an extended period of time.
4. Avoid dropping it. NEVER try to dismantle it.
5. Always keep the **V.Smile™** away from water.

### WARNING

A very small percentage of the public, due to an existing condition, may experience epileptic seizures or momentary loss of consciousness when viewing certain types of flashing colors or patterns, especially on television. While the **V.Smile™** TV Learning System does not contribute to any additional risks, we do recommend that parents supervise their children while they play video games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician.

Please note that focusing on a television screen at close range and handling a joystick for a prolonged period a time may cause fatigue or discomfort. We recommend that children take a 15 minute break for every hour of play.

## TROUBLESHOOTING

Please note that if you try to insert or remove a Smartridge™ without first turning the unit **OFF**, you may experience a malfunction. If this happens, and the unit does not respond to pressing the **ON / OFF / RESTART** buttons , disconnect the AC adaptor from the main unit or remove the batteries. Then, reconnect the adaptor, or reinstall the batteries. If the unit still does not respond, press the **RESET** button at the bottom of the unit, using a pen.

### TECHNICAL SUPPORT

If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Consumer Services Department with any problems and/or suggestions that you might have.

A support representative will be happy to assist you.

Before requesting support, please be ready to provide or include the information below:

- The name of your product or model number (the model number is typically located on the back or bottom of your product).
- The actual problem you are experiencing.
- The actions you took right before the problem occurred.

If you wish to buy additional joysticks for your **V.Smile™** TV Learning System, please visit us online, or contact our Consumer Services Department.

Internet: [www.vtechkids.com](http://www.vtechkids.com)

Phone: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

## OTHER INFO

### DISCLAIMER AND LIMITATION OF LIABILITY

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COMPANY : **VTech®** Electronics North America, L.L.C.

ADDRESS : 1155 West Dundee Road, Suite 130, Arlington Heights, IL 60004 USA

TEL NO.: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

### NOTE:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against



harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

# vtech®

# V.Smile™

**Expand your V.Smile Smartridge™ library with these great games for never-ending fun!**

## Early Learners

Ages: 3-5

- Counting  
- Letters

- Phonics  
- Numbers

- Colors & Shapes  
- Basic Vocabulary



## Junior Thinkers

Ages: 4-6

- Spelling  
- Music

- Math Computation  
- Vocabulary

- Patterns & Logic  
- Time-Telling Skills



## Master Minds

Ages: 5-7

- Vocabulary  
- Spelling

- Problem Solving  
- Advanced Math

- Geography  
- Art & Creativity



**and many more...**

**Collect and learn from them all!**

Each sold separately and subject to availability.

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